

## **Articles on AI Development using PVM.**

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### **Summary:**

A series of articles covering the fundamental steps needed to develop an AI framework that can be written using a heterogeneous collection of computers or a multi processor desktop (this includes the P4 – hyperthreading capable machines).

Through the use of a PVM, a framework can be developed to allow an AI to be written to take advantage of machines with multiple processors or use a network of machines allowing for concurrent/parallel AI computation. PVM allows for a heterogeneous based environment for concurrent processing. This combines all machines conceptually into a single virtual machine. The base material is detailed in Game Programming Gems Volume 5. This series is essentially the detailed development of that outlined system in Game Gems 5.

The initial series of articles will include:

- 1) Some initial thoughts on parallel AI development
- 2) Introduction.
- 3) Setting up your machine(s) for multi-processor or a multi-machine AI development.
- 4) Basic Parallel Programming.
- 5) Setting up a basic PVM based AI.
- 6) Fundamental AI Architecture With PVM.
- 7) Adapting a Multi-Tiered AI Framework for use with PVM.
- 8) Advanced AI for PVM.
- 9) Conclusions and Summary.
- 10) Annotated Bibliography.